

**METHODS AND SYSTEMS FOR ESTABLISHING GAMES WITH  
AUTOMATION USING VERBAL COMMUNICATION**

**ABSTRACT**

5       Methods and systems establish games with automation using verbal  
communication for exchanges between the automated game and the one or more game  
players. Game information data is converted into verbal information that is provided to  
the individual. The individual provides verbal instruction which is received and  
converted into the instruction data. The instruction data is applied to the current game to  
10   update the current game status. Information data for the current game status is converted  
to verbal information for the current game status which is provided to the individual. The  
game may be implemented on a local device of the individual or may be network-based  
and accessed remotely by the individual through verbal communication over a voice  
connection. The voice connection may be of various forms such as a conventional voiced  
15   call to a voice services node of a telephone network or a voice-over IP voiced call on a  
data network.